

IN THE CLAIMS:

Please cancel claims 11-24. Claims 1-10 and 25-30 were canceled in a previous amendment.

Please add new claims 31-35 as follows

31. (New) A graphics system for processing parameter values of graphics primitives in a display list, wherein the display list is shortened to enable fast processing time while maintaining the quality of information contained in the display list, the graphics system comprising:

- a register file, for storing at least one set of parameter values, the register file comprising a plurality of registers;
- a load instruction unit, for storing an instruction having an opcode portion that specifies a rendering operation, and a write-enable portion that spans a plurality of bits, wherein a first bit corresponds to a target starting register file address and subsequent bits sequentially correspond to register file addresses that follow the target starting register file address;
- a shifter coupled to receive the write-enable portion, for sequentially performing single-bit shifts upon the contents of the write-enable portion; and
- a rendering parameter storage controller coupled to the shifter and the register file, for sequentially stepping through register file addresses corresponding to bits spanning the write-enable portion, and storing a parameter value in the register file in response to a bit under consideration by the shifter having a predetermined value

32. (New) The graphics system of claim 1, further comprising a partition table having a set of addressable storage locations, the contents of each storage location specifying a starting register

3 file address, wherein the instruction further includes a partition portion that specifies a partition
4 table address, and wherein the target starting register file address is indexed via the partition
5 portion.

sub 33. (New) A method for storing graphics primitive parameter values forming a display list in
a register file comprising a plurality of addressable registers, wherein the display list is shortened
to enable fast processing time while maintaining the quality of information contained in the
display list, the method comprising the steps of:
retrieving an instruction that includes an opcode portion and a write-enable portion, the
opcode portion specifying a rendering operation, the write-enable portion spanning a
plurality of bits, wherein a first bit corresponds to a target starting register file
address, and subsequent bits sequentially correspond to register file addresses that
follow the target starting register file address;
sequentially examining bits within the write-enable portion; and
storing a parameter value in the register file in response to a write-enable portion bit having a
predetermined value.

34. (New) The method of claim 3, wherein a parameter value is selectively stored at a
register file address given by the target starting register file address offset by a number of
addresses equal to the position of a write-enable portion bit under consideration relative to the
first bit within the write-enable portion.